

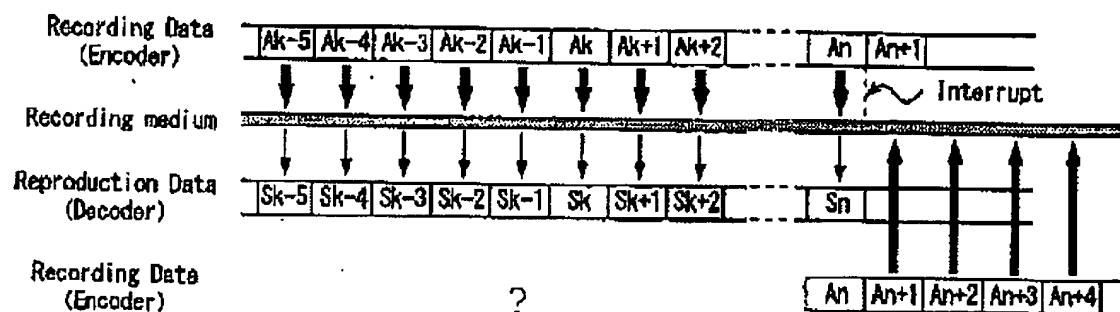
REMARKS

Claims 1-6 were rejected as being anticipated by Tsukihashi. Claim 7 was rejected as being anticipated by Tsukihashi. Claim 8 was rejected as being anticipated by Tsukihashi. Applicant traverses these rejections.

Independent claims 1, 7 and 8

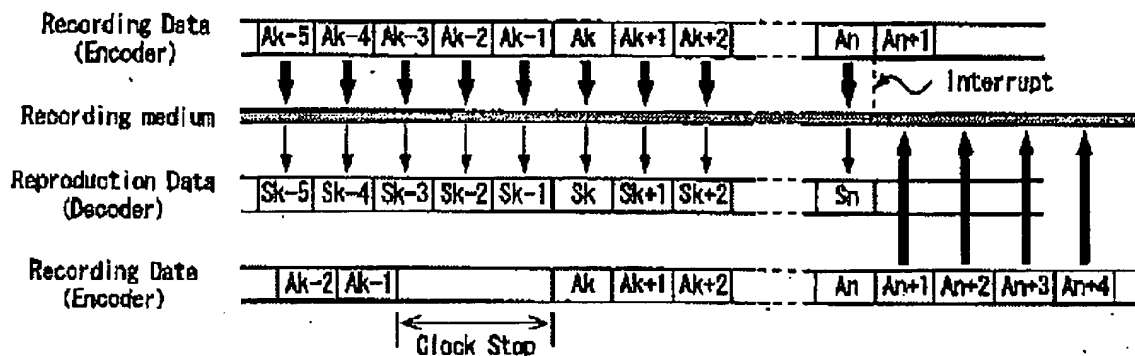
Tsukihashi does not disclose a clock generator which suspends providing a system clock to an encoder until the decoding catches up with the encoding, when the decoding of a decoder is delayed from the encoding of the encoder, as argued in the previous office action and as recited in claim 1. Also, Tsukihashi does not disclose suspending the generation of second encoded data corresponding to the data written on a recording medium when reproduction data is delayed from the second encoded data and....restarting the recording of data at the moment the reproduction data and the second encoded data reach the data at which the writing of data was interrupted, as recited in claim 7. Furthermore, Tsukihashi also does not disclose suspending the generation of recording data when reproduction data is delayed from the recording data, restarting the generation of the recording data when the delayed reproduction data catches up with the recording data and restarting the recording of data at the moment the reproduction data and the recording data reach the data at which the writing of data was interrupted, as recited in claim 8.

Although Tsukihashi discloses synchronizing encoding and decoding, he does not disclose how to synchronize the encoding and the decoding when the decoding is delayed from the encoding.



As shown in the above figure, recording data generated by an encoder is recorded on a recording medium in the order of  $A_{k-5}$ ,  $A_{k-4}$ ,  $A_{k-3}$ ,  $A_{k-2}$ ,  $A_{k-1}$ ,  $A_k$ ,  $A_{k+1}$ ,  $A_{k+2}$ ,..... When a buffer memory is in a state in which a buffer underrun will occur, data writing is interrupted. For example, in the above figure, data writing is interrupted on data  $A_n$ . When the buffer memory is in a state in which a buffer underrun will no longer occur, the recorded data is read from the recording medium and decoded to generate reproduction data in the order of  $S_{k-5}$ ,  $S_{k-4}$ ,  $S_{k-3}$ ,  $S_{k-2}$ ,  $S_{k-1}$ ,  $S_k$ ,  $S_{k+1}$ ,  $S_{k+2}$ ,..... Simultaneously, recording data is generated by the encoder and encoding and decoding are synchronized each other. After synchronizing, recording data  $A_{n+1}$  subsequent to the interrupted data  $A_n$  is started. However, However, Tsukihashi does not disclose how to synchronize encoding and decoding.

In contrast, the present invention suspends providing the system clock to the encoder until the decoding catches up with the encoding as shown below.



It is preferable to suspend providing the system clock to the encoder because the encoder can receive data from a buffer memory by precisely and instantaneously specifying a data

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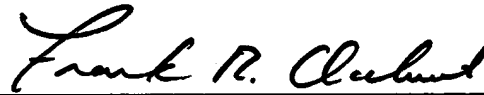
location using an address for the data. However, the decoder does not instantaneously receive data read from a recording medium using a pickup because the pickup does not precisely move to a data location on a recording medium when being affected by disturbance, such as vibration.

We further submit that because claims 2-6 depends from independent claim 1, these claims are patentable for at least the same reasons that claim 1 is patentable.

Enclosed is a \$450.00 check for the Petition for Extension of Time fee (two months). Please apply any other charges or credits to deposit account 06-1050, referencing Attorney Docket Number 10449-031001.

Respectfully submitted,

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